



## The Gwynant Roadblock

The obvious boulder next to the road beside Llyn Gwynant (directly opposite Elephantitus cave) with a 20 second walk-in from the layby through the gap in the wall and over the stile. An intensely developed block with tightly packed but surprisingly independent lines and some great link-ups. The climbing style is satisfyingly powerful but also technical and tenuous. The height of the problems and occasional snappy hold make a few pads/spotters advisable although most problems ease with height.

### 1. Pillar 4B \*

Nice problem up the juggy pillar starting with hands matched in the break (avoid the big footshelf on the right if you can).

### 2. Roadhog 7A+! \*\*\*

Brilliant climbing based around the high prow feature. Pull on at an obvious head high blocky jug tucked under the roof (just right of the nasty rock step) and work up big sidepulls to get a pinchy edge up and left. Make a big move up right to snag a small edge at the base of the hanging prow then catch a better edge above. If successful, press on anxiously using holds on the prow and wall to the right to 'thank god' holds at the top. The dirty off width to the left is (obviously) out of bounds.

[Owen Hayward 03.05.13]

### 2a. Roadhog sds 7B

Start sitting directly below the blocky jug. [Owen Hayward 19.05.13]

### 3. The Hitcher 7A+\*\*

Pull on at the head high jug of *Roadhog* but climb diagonally rightwards to join *Roadbloc* at the big sidepull flange. Finish up *Roadbloc*.

[Owen Hayward 14.05.13].

**3a. The Hitcher sds 7B** from the *Roadhog* sit start position. [Owen Hayward 17.05.13]

### 4. Hit the Road 7B\*\*

From the *Roadhog sds* position move powerfully right to gain the pinch/finger slot on *Roadbloc*. Finish up this.

[Owen Hayward 17.05.13]

The same start leads into two brilliant link-ups:

### 4a. Hit the Sea 7B\*\*

Follow *Hit the Road* to gain the pinch/finger slot on *Roadbloc* then move right to finish up *Seadog's arête*.

[Owen Hayward 21.05.13]

### 4b. Hit the Kill 7C\*\*

Follow *Hit the Sea* but keep trucking right round the arête to join and finish up *Roadkill*.

### 5. Roadbloc 6B+!\*\*

A fine problem with a slightly highball feel, especially if you take the 'blinkers on' direct finish. Pull on with sharp pockety dinks and climb straight up to gain the obvious big sidepull flange up and left. A juggy block up left leads to a direct finish up the slab above (stepping right onto good holds on *Seadog's arête* is not as good / satisfying).

[Glenn Jones, 2010]

**5a. Roadbloc sds 7B/+\*\*** Burly climbing into the stand up line from a sds in the cave underneath using specified holds on the **lower** lip (left: good undercut/sidepull slot, right: poor sidepull/pinch or the rattly in-cut sidepull just left of this). A powerful sequence of mini-moves with the right hand gains the pinch/finger slot hidden above the lip and a finish up *Roadbloc*. [Owen Hayward 21.05.13]

The same start gives access to two more cracking link-ups:

### **5ai. Road Dog 7B+\*\***

Follow *Roadbloc sds* to the pinch/finger slot, move right to *Seadog's arête* and finish up this.

[Owen Hayward 3.06.13]

### **5aii. Bloc Kill 7C\*\***

Follow *Roadbloc sds* to the pinch/finger slot then head round the arête to gain and finish up *Roadkill*.

### **6. Seadog's Arete 6A+\*\***

The undercut arête is tricky to start. From the jugs at the top of the arête rock out left onto the upper slab to finish.

[Pat Littlejohn 00s]

**6a. Seadog's Arete sds 7A/+\*\*\*** Great climbing – powerful and tenuous. Sit start at the base of the arete using specified starting holds (right: lower of 2 diagonal sidepulls, left: fat pinch), gain the slopy flatty above then clamp up the arête. [Glenn Jones 2010]

The same start gives a couple of excellent links:

#### **5b. Seabloc 7B\***

Pull on as for *Seadog's Arete sds* but head left along the lip of the steepness to get the pinch/finger slot on *Roadbloc*. Finish up *Roadbloc*.

[Owen Hayward 13.05.13]

**7a. Roadkill sds 7A/+\*** Pull on as for *Seadog's arête sds* but get the slopy flatty with your left then span out to gain the *Roadkill* starting jug on the wall to the right. Rock up left to get the razor sharp sidepull and finish up *Roadkill*. [Owen Hayward 28.03.13]

A low cave start adds a bit of burl to 3 other problems:

### **6b. Cavedog 7A+/B\*\***

Pull on at a specified low start bridging out across the back of the cave underneath (left hand: obvious good sidepull in the roof of the cave, right hand: lip of the cave or just above). Slap up to the lower of 2 diagonal sidepulls, make a tricky transition (heels will help to maintain ground clearance!) into the starting position of *Seadog's arête sds* and finish up this. Quality!

[Owen Hayward 14.05.13]

### **5c. Cavebloc 7B/+\***

From the *Cavedog* start climb into and finish up *Seabloc*.

[Owen Hayward 19.05.13]

### **7b. Cavekill 7B\***

Links the *Cavedog* start into *Roadkill*. Another cool link.

[Owen Hayward 14.05.13]

### **7. Roadkill 6B+!\***

From a pair of slopy jugs rock up left to get the razor sharp sidepull below the shallow groovelet just right of the arête. Techy zig-zag moves lead up this to a scary finish to grab the juggy lip of the block under the heather. The easy crack/flake line to the right is (obviously) out of bounds.

[Pat Littlejohn, 00s].

### **8 onwards) Highball wall 4C! to 5C!**

The high wall right of *Roadkill* all the way to the right arête (which is 6A if climbed on its left hand side – easier on the right) has at least 5 independent lines on it that make great, if slightly scary, warm-ups/mini-routes – left for you to re-discover. The further right you go the more serious they become as the height increases and low ledges make the landing worse – take care!